

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re Application of:	)	
Clifton Lind et al.	)	
Serial No.: 10/808,914	)	Examiner: Corbett B. Coburn
Filed: March 25, 2004	)	Group Art Unit: 3714
FOR: AUTOMATIC DAUBING APPARATUS	)	
AND METHOD FOR ELECTRONIC	)	Confirmation No.: 8059
<u>BINGO GAMING SYSTEMS</u>	)	

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Commissioner for Patents  
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**BRIEF OF APPELLANTS**

This is an appeal from the Final Office Action mailed July 17, 2007 (the "Final Office Action"), in the above-identified application. Appellants submit this brief to the Board of Patent Appeals and Interferences ("Brief") within the two-month period following the Notice of Appeal filed December 17, 2007. The fee of \$255.00 due under 37 C.F.R. §41.20(b)(2) is being submitted concurrently with this Brief.

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1                   **I. REAL PARTY IN INTEREST (37 C.F.R. §41.37(c)(1)(i))**

2                   The above-described patent application is assigned to Multimedia Games, Inc., the real  
3 party in interest.  
4

5                   **II. RELATED APPEALS AND INTERFERENCES (37 C.F.R. §41.37(c)(1)(ii))**

6                   There is no related Appeal or Interference before the United States Patent and Trademark  
7 Office.  
8

9                   **III. STATUS OF CLAIMS (37 C.F.R. §41.37(c)(1)(iii))**

10                  The status of the claims is as follows:

11                  Allowed Claims:	None
12                  Claims to which Objections apply:	None
13                  Claims withdrawn from consideration:	None
14                  Claims Canceled:	1, 4-6, and 10-11
15                  Claims Rejected:	2, 3, 7-9, and 12-19
16                  Claims Appealed:	2, 3, 7-9, and 12-19

17

18                  **IV. STATUS OF AMENDMENTS (37 C.F.R. §41.37(c)(1)(iv))**

19                  There have been no claim amendments filed subsequent to the Final Office Action.

1                   **V. SUMMARY OF CLAIMED SUBJECT MATTER (37 C.F.R. §41.37(c)(1)(v))**

2                   The application includes three independent claims, claims 16, 18, and 19 each of which is  
3 summarized as follows. All page and line number references in this section are to the original  
4 application, and drawing references are to the original drawings, all filed March 25, 2004.

5                   Claim 16

6                   Independent claim 16 is directed to a gaming system for conducting bingo-type games.  
7 The claimed gaming system includes a player station (40 in Figs. 3 and 4), a user interface (45  
8 and 46 in Fig. 4) included with the player station 40, a data storage device (data storage  
9 associated with a central computer, e.g. central computer 36 in Fig. 3), a back office system (12  
10 in Fig. 3), and an automatic daub control (44 in Fig. 4). The user interface, data storage device,  
11 back office system, and automatic daub control are defined in terms of their function in the  
12 apparatus in accordance with 35 U.S.C. §112, sixth paragraph. The user interface, touchscreen  
13 45 and/or control panel 46, included with the player station 40 serves two functions: (1) enabling  
14 a player using the player station 40 to enter a game play request for a play in a bingo-type game  
15 to initiate a game play request communication from the player station 40 (p. 23, line 19 to p. 24,  
16 line 5), and (2) enabling the player to enter an automatic daub input for the play in the bingo-type  
17 game as a separate input after entry of the game play request (p. 24, line 20 to p. 25, line 2). The  
18 data storage device associated with central computer 36 stores a matched card set (p. 10, lines 1-  
19 3) which includes a number of game play records (p. 8, lines 11-19). Each game play record in  
20 the matched card set corresponds to a respective bingo card representation (p. 15, lines 20-21)  
21 and includes a result indicator indicating a result of a match between the respective bingo card  
22 representation and a set of game designations (p. 16, lines 1-3). The back office system 12 is

1 connected for communication with the player station 40 and is also connected for communication  
2 with central computer 36 (Fig. 3; p. 7, line 14 to p. 8, line 3). The back office system 12  
3 functions to assign a respective game play record from the matched card set preferably stored at  
4 the data storage device associated with central computer 36 to the player station 40 in response to  
5 receiving the game play request communication (p. 6, lines 11-14; p. 17, line 18 to p. 18, line 2).  
6 The automatic daub control implemented through player station processor 44 functions to apply  
7 the set of game designations in response to the automatic daub input to automatically daub the  
8 respective bingo card representation associated with the respective game play record assigned to  
9 the player station (p. 24, line 21 to p. 25, line 2).

#### 10 Claim 18

11 Claim 18 is also directed to a gaming system for conducting bingo-type games similarly  
12 to claims 16, but requires a number of player stations. In addition to the number of player  
13 stations, claim 18 requires the following elements defined in accordance with 35 U.S.C. §112,  
14 sixth paragraph: a user interface 45 associated with each player station 40, a data storage device,  
15 a back office system 12, and a respective automatic daub control 44 included with each  
16 respective player station. The respective user interface associated with a given player station 40  
17 performs two functions. First, the respective user interface enables a player using the respective  
18 player station 40 to enter a game play request for a play in a bingo-type game to initiate a game  
19 play request communication from the respective player station (p. 23, line 19 to p. 24, line 5).  
20 Second, the respective user interface enables the player to enter an automatic daub input for the  
21 play in the bingo-type game as a separate input after entry of the game play request. (p. 24, line  
22 21 to p. 25, line 2). The data storage device functions to store a matched card set (p. 10, lines 1-

3) which includes a number of game play records (p. 8, lines 11-19), each game play record corresponding to a respective bingo card representation (p. 15, lines 20-21) and including a result indicator indicating a result of a match between the respective bingo card representation and a set of game designations (p. 16, lines 1-3). The back office system 12 is connected for communication with each respective player station 40 (Fig. 3; p. 7, line 14 to p. 8, line 3) and for communication with the data storage device (p. 19, lines 1-21), and functions to assign a respective game play record from the matched card set to a respective player station in response to receiving the game play request communication from the respective player station. (p. 6, lines 11-14; p. 17, line 18 to p. 18, line 2). The respective automatic daub control included with a given player station is activated in response to the automatic daub input at the player station to automatically daub the respective bingo card representation associated with the game play record assigned to the respective player station (p. 24, line 21 to p. 25, line 2).

#### Claim 19

Claim 19 is directed to a method for conducting a bingo-type game. The method includes storing a matched card set at a data storage device (p. 17, line 18 to p. 18, line 2), the matched card set including a number of game play records, with each game play record corresponding to a respective bingo card representation and including a result indicator indicating a result of a match between the respective bingo card representation and a set of game designations (p. 15, line 19 to p. 16, line 3). The method set out at claim 19 also includes receiving a game play request from a player in the bingo-type game and assigning a respective game play record to the player in response to receiving the game play request (p. 18, lines 3-6). The method further includes receiving an automatic daub input from the player in the bingo-type game, the automatic daub

input being a separate input after entry of the game play request (p. 24, line 11 to p. 25, line 2).  
In response to the automatic daub input, the method includes applying the set of game designations to automatically daub the respective bingo card representation associated with the respective game play record assigned to the player (p. 25, line 1).

**VI. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL**  
**(37 C.F.R. §41.37(c)(1)(vi))**

1. Claims 2, 3, 7-9, and 12-19 stand rejected under 35 U.S.C. §112, first paragraph, as failing to comply with the written description requirement.
2. Claims 2, 3, 7-9, and 12-19 are rejected under 35 U.S.C. §102(b) as being anticipated by U.S. Patent No. 4,856,787 to Itkis (the "Itkis patent").

**VII. ARGUMENT (37 C.F.R. §41.37(c)(1)(vii))**

**A. CLAIMS 2, 3, 7-9, AND 12-19 COMPLY WITH THE WRITTEN DESCRIPTION REQUIREMENT**

1. Background

The amendment dated February 6, 2006, canceled independent claims 1, 6, and 11, and added new independent claims 16, 18, and 19. Claim 16 as it appeared according to the amendment dated February 6, 2006 included the following limitation:

- (b) a user interface included with the player station, the user interface for (i) enabling a player using the player station to enter a game play request for a play in a bingo-type game to initiate a game play request communication from the player station, and for (ii) enabling the player to enter an automatic daub input for the play in the bingo-type game as a separate input after entry of the game play request. (Emphasis Added)

1 Claim 18 included a similar limitation as to the automatic daub input being a separate input after  
2 entry of the game play request, and claim 19 included a similar limitation in the context of a  
3 method. This limitation that the automatic daub input is entered as a separate input after entry of  
4 the game play request was not included in the original claims.

5 The next Office Action in the case mailed July 20, 2006, rejected the claims on prior art  
6 grounds but did not raise a rejection under Section 112, first paragraph, and included no  
7 objection to the drawings. However, the Office Action mailed December 12, 2006, included an  
8 objection to the drawing on the ground that the drawings failed to show an automatic daub input  
9 separate from the game play request. The Office Action mailed December 12, 2006, also  
10 included a rejection under 35 U.S.C. §112, first paragraph, on the ground that the written  
11 description in the application did not specify that the automatic daubing input was separate from  
12 the game play request. This Section 112, first paragraph rejection was maintained in the Final  
13 Office Action and is one of the issues to be considered in this appeal.

14 2. The Written Description Supports the Limitation that the Automatic Daub Input Is Entered  
15 Separately from the Game Play Request

16 The written description of an application includes not only the specification and abstract,  
17 but also the drawings. In certain cases, the drawings alone may provide the written description of  
18 the invention as required by 35 U.S.C. §112, first paragraph. *Vas-Cath Inc. v. Mahurkar*, 935  
19 F.2d 1555, 19 U.S.P.Q.2d 1111, 1118 (Fed. Cir. 1991). In this case, it is clear from the process  
20 flow chart shown in Figure 9 and the original disclosure describing that figure that the automatic  
21 daub input described in the application at page 25, line 2, is indeed an input separate from the  
22 input representing the game play request.



Original Figure 9 as shown below comprises a process flow chart showing process steps associated with the operation of the player stations. A player login is shown at process block 85. Later in the process flow, the player station waits for a game play request to be entered by the player at the player station. If a game play request has been entered as indicated by a positive outcome at decision block 90, data representing the game play request is communicated to the central processing device in the system as indicated at process block 94. The player station ultimately receives the results associated with a game play record assigned to the game play request by the central processing device, and eventually displays those results as shown at process block 96. It will be noted that process block 96 is shown as a dashed box encompassing a number of process blocks, namely, "RECEIVE GAME CARD RESULT," "DISPLAY CARD," "DAUB CARD," and "DISPLAY RESULT." It is clear from both Figure 9 and the discussion of that figure in the original disclosure at page 23, lines 4-15 that the process of displaying results represented by process block 96 is after the game play request is entered as indicated by a positive result at decision block 90.

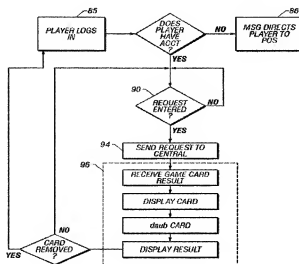


FIG. 9

1           The discussion in the original disclosure from page 24, line 11 to page 25, line 11  
2 describes several alternatives for receiving and displaying results according to process block 96  
3 in Figure 9. One alternative is that the player station may display the game card, and the player  
4 may manually daub the game card using a touch screen display or some other interface at the  
5 player station (disclosure, p. 24, lines 20-21). Another alternative, the alternative that is set out  
6 in the presently appealed claims, is that the player station has a control that automatically daubs  
7 the players card(s) in response to an automatic daub input entered at the player station (original  
8 disclosure at p. 25, lines 1-2). The discussion in the original disclosure from page 24, line 11 to  
9 page 25, line 11 indicates that the daubing in either one of these first two alternatives is included  
10 in the processes encompassed by dashed box 96 in original Figure 9.

11           The Appellants submit that it is clear from Figure 9 and the text of the original disclosure  
12 particularly at page 23, lines 4-15, and page 24, line 11 to page 25, line 2, that the automatic daub  
13 input referenced at page 25, line 2 is an alternative within process block 96 in Figure 9 and is  
14 therefore necessarily an input separate from the game play request which is detected at the  
15 decision block 90 in that figure. The automatic daub input referenced at page 25, line 2 in the  
16 original disclosure is necessarily separate from the game play request because the game play  
17 request was already entered and detected before even reaching process block 96 in the process  
18 flow.

19           It is noted that the original application describes a third daubing alternative at lines 3-11  
20 of page 25 of the original disclosure, and that this alternative makes it even more clear that the  
21 previously described automatic daub input is an input separate from the game play request.  
22 Specifically, the alternative described at lines 3-11 of page 25 specifically states that the game

1 play request entered at the player station represents a request for automatic daubing. Thus this  
2 third alternative specifically distinguishes itself from the previously described manual daubing  
3 and automatic daub input by indicating that the third alternative is not separate from the game  
4 play request. This in itself infers that the automatic daub input described at lines 1-2 of page 25  
5 is a separate input from the game play request.

6 Because the limitation that the automatic daub input is separate from the game play  
7 request is fully supported by the written description, the Appellants respectfully submit that the  
8 rejections under 35 U.S.C. §112, first paragraph, are in error and should be reversed.

9 The Appellants would like to note certain comments made in the Final Office Action  
10 regarding the Section 112 rejections. Specifically, the Final Office Action includes the following  
11 comments.

12 The only specific mention of an automatic daubing input states that the game play  
13 request serves as the automatic daubing request input. (Final Office Action, p. 4,  
14 lines 18-19).

15 Fig. 9 shows that the system checks to see if automatic daubing has been selected,  
16 but it does not say when the automatic daubing input is made. (Final Office  
17 Action, p. 4, lines 20-21).

18 The first statement quoted above is apparently referring to the third daubing alternative  
19 described in the present application at page 25, lines 3-11. The statement is plainly incorrect  
20 because it overlooks the immediately preceding two paragraphs in the application (page 24, line  
21 11 to page 25, line 2), which describe two alternative daubing options including daubing in  
22 response to an automatic daub input entered at the player station.

23 The Appellants believe the second statement quoted above is incorrect in that Figure 9  
24 does not itself show that the system checks to see if automatic daubing has been selected. Rather

Figure 9 specifically discloses that the system checks to see if a game play request has been entered as indicated at decision block 90, and the third daubing alternative disclosed in the application at page 25, lines 3-11 indicates that under that third alternative, the game play request may be taken as a request for automatic daubing.

Again, the alternative that the automatic daub input is separate from the game play request is fully supported by the written description including Figure 9 and the disclosure from page 23, line 18 to page 25, line 11. The Appellants therefore respectfully submit that the rejections under 35 U.S.C. §112, first paragraph, are in error and should be reversed.

**B. CLAIMS 2, 3, 7-9, AND 12-19 ARE NOT ANTICIPATED BY THE ITKIS PATENT**

The Appellants respectfully submit that the Final Office Action rejection of claims 2, 3, 7-9, and 12-19 as being anticipated by the Itkis patent is in error because that reference does not disclose each and every element required in claims 2, 3, 7-9, and 12-19.

**1. The Itkis Patent Fails to Disclose All of the Elements Required in the Independent Claims**

The apparatus set out in independent claim 16 includes at elements (c) and (d):

- (c) a data storage device for storing a matched card set, the matched card set including a number of game play records, each game play record corresponding to a respective bingo card representation and including a result indicator indicating a result of a match between the respective bingo card representation and a set of game designations;
- (d) a back office system connected for communication with the player station and also connected for communication with the data storage device, **the back office system for assigning a respective game play record from the matched card set to the player station in response to receiving the game play request communication** (Emphasis Added).

1 In rejecting claim 16 in view of the Itkis patent, the Final Office Action makes the  
2 following observation regarding the system shown in the Itkis patent:

3 *There is a data storage device (43) for storing a matched card set that includes a*  
4 *number of game play records. Each game play record including a respective*  
5 *bingo card representation and a result indicator indicating a result of a match*  
6 *between the respective bingo card representation and a set of game designations.*  
7 (Col 5, 15-23) Itkis teaches a back office system (1) connected for communication  
8 with the player station and also connected for communication with the data  
9 storage device. (Fig. 1) **The back office system assigns a respective game play**  
10 **record from the matched card set to the player station in response to**  
11 **receiving the game play request communication.** (Abstract) (Final Office  
12 Action at p. 3, line 17 to p. 4, line 2, Emphasis Added).

13 First, the Appellants submit that the text at col. 5, lines 15-23 of the Itkis patent does not support  
14 the Final Office Action statement set out in italics in the above quote. The cited text at col. 5 of  
15 the Itkis patent simply indicates that the microprocessor 43 keeps track of all transactions made  
16 with the help of the card 42 including bets and outcomes of games, and stores game specific  
17 information such as bingo card contents or a card identification number. A stored record of game  
18 outcomes and bingo card representations does not amount to a matched card set including a  
19 number of game play records as defined in claim 16.

20 Even more importantly, there is absolutely nothing in the Itkis patent, either in the  
21 Abstract or anywhere else, that supports the statement set out in bold in the above quote from the  
22 Final Office Action. Specifically, the Itkis patent does not disclose any component that assigns  
23 game play records (including a result indicator) from a matched card set in response to receipt of  
24 a game play request communication. It is apparent from the discussion in the Itkis patent at col.  
25 3, lines 51 to col. 4, line 7 that the master game device 1 transmits the bingo pattern for a game,  
26 and the called numbers for the bingo game, but it is up to the slave terminal 7 to determine

whether the particular bingo card in play wins or loses. The Itkis patent does not disclose any element for assigning a game play record (including the result indicator) to a slave terminal.

Because the Itkis patent does not disclose either of the elements required at (c) and (d) of claim 16, the Appellants submit that claim 16 is not anticipated or rendered obvious by the Itkis patent. The Appellants therefore believe that claim 16 is entitled to allowance together with its respective dependent claims, claims 2, 3, and 17.

Each of the other independent claims, claims 18 and 19, include limitations similar to those set out at (c) and (d) of claim 16 (in a method context in claim 19), and thus the arguments set out above as to claim 16 apply with equal force to claims 18 and 19. The Appellants therefore believe that claims 18 and 19 are also entitled to allowance together with their respective dependent claims, claims 7-9 and 12-15.

2. Comments in the Final Office Action Indicate that the Anticipation Rejections are Based on a Misinterpretation of the Claims

Each of the independent claims in this case include a specific definition of the game play records included in the matched card set. For example, claim 16 requires:

- (c) a data storage device for storing a matched card set, the matched card set including a number of game play records, **each game play record corresponding to a respective bingo card representation and including a result indicator indicating a result of a match between the respective bingo card representation and a set of game designations** (Emphasis Added).

In responding to the Appellants' earlier arguments, the Final Office Action refers to a game play record as a "bingo card." (Final Office Action at p. 5, lines 4 and 25). However, the quoted claim language clearly requires more. Specifically, the claims require that each game play record not only corresponds to a respective bingo card representation, but also includes a result indicator

1 indicating the result of a match between the respective bingo card representation and a set of  
2 game designations. The claims further require that a respective game play record is assigned  
3 from the matched card set in response to a game play request communication (element (d) of  
4 claims 16 and 18, and element (c) of claim 19). This assignment of a game play record as  
5 defined in the claims is missing from the Itkis patent. That is, although the Itkis patent discloses  
6 that the microprocessor 43 keeps track of transactions including bets and outcomes of the games  
7 and also bingo game card content (Itkis at col. 5, lines 15-23), there is simply nothing in the Itkis  
8 patent to suggest that a game play record as defined in the present claims is stored anywhere in  
9 that system, and also nothing to suggest that such a game play record (including a result  
10 indicator) is assigned in response to a given game play request.

11 Because the cited reference does not disclose each element required by the present claims  
12 the Appellants respectfully submit that the anticipation rejections are in error and should be  
13 reversed.

14  
15 C. THE DRAWING AMENDMENTS FILED JUNE 12, 2007 SHOULD BE ENTERED IN  
16 THE CASE

17 The Appellants note that the proposed drawing amendments to Figure 9 submitted June  
18 12, 2007, were refused entry on the ground that they contained new matter. The proposed  
19 amendment changed a textual label in one of the process blocks in dashed box 96 from "DAUB  
20 CARD" to "DAUB CARD WITH MANUAL DAUBING OR VIA AUTOMATIC DAUB  
21 INPUT." The Appellants note that the manual daubing and automatic daub input alternatives are  
22 described in the original disclosure at page 24, line 20 to page 25, line 2. It is believed that this

1 disclosure at pages 24 and 25 of the present application supports the proposed amendment. Thus  
2 the Appellants believe that the proposed drawing change in Figure 9 does not add new matter and  
3 should have been entered.  
4

#### 5 VIII. CONCLUSION

6 For all of these reasons the Appellants submit that claims 2, 3, 7-9, and 12-19 are entitled  
7 to allowance and respectfully request that the Board reverse the decision of the Examiner  
8 rejecting these claims.  
9

10 Respectfully submitted,

11 The Culbertson Group, P.C.

12  
13 Date:

19 Feb 2008

14 By:



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**IX. CLAIMS APPENDIX (37 C.F.R. §41.37(c)(1)(viii))**

1  
2  
3 1. Canceled  
4

5 2. The gaming system of claim 16 wherein the automatic daub control is for automatically  
6 daubing multiple bingo card representations in response to the automatic daub input.  
7

8 3. The gaming system of claim 16 wherein the user interface enables the player using the  
9 player station to manually daub at least one bingo card representation as an alternative to  
10 automatic daubing.  
11

12 4-6 Canceled  
13

14 7. The gaming system of claim 18 wherein the automatic daub control is for automatically  
15 daubing additional bingo card representations in response to the automatic daub input.  
16

17 8. The gaming system of claim 18 wherein each respective user interface enables the player  
18 using the respective player station to manually daub an additional bingo card  
19 representation received at the respective player station as an alternative to automatic  
20 daubing.  
21

- 1 9. The gaming system of claim 18 wherein the user interface included with at least one  
2 respective player station includes a touch screen display.  
3
- 4 10-11 Canceled  
5
- 6 12. The method of claim 19 further including the step of automatically daubing a number of  
7 respective bingo card representations in response to the automatic daub input.  
8
- 9 13. The method of claim 19 further including the step of enabling the player to manually  
10 daub the bingo card representation using a user interface available to the player.  
11
- 12 14. The method of claim 13 wherein the user interface includes a touch screen display.  
13
- 14 15. The method of claim 19 wherein the automatic daub input is entered by the player  
15 through a user interface at a player station through which the player participates in the  
16 bingo-type game.  
17
- 18
- 19 16. A gaming system for conducting bingo-type games, the gaming system including:  
20 (a) a player station;  
21 (b) a user interface included with the player station, the user interface for (i) enabling  
22 a player using the player station to enter a game play request for a play in a bingo-

- 1 type game to initiate a game play request communication from the player station,  
2 and for (ii) enabling the player to enter an automatic daub input for the play in the  
3 bingo-type game as a separate input after entry of the game play request;
- 4 (c) a data storage device for storing a matched card set, the matched card set  
5 including a number of game play records, each game play record corresponding to  
6 a respective bingo card representation and including a result indicator indicating a  
7 result of a match between the respective bingo card representation and a set of  
8 game designations;
- 9 (d) a back office system connected for communication with the player station and also  
10 connected for communication with the data storage device, the back office system  
11 for assigning a respective game play record from the matched card set to the  
12 player station in response to receiving the game play request communication; and
- 13 (e) an automatic daub control for applying the set of game designations in response to  
14 the automatic daub input to automatically daub the respective bingo card  
15 representation associated with the respective game play record assigned to the  
16 player station.
- 17
- 18 17. The gaming system of claim 16 wherein the user interface includes a touch screen  
19 display.
- 20
- 21 18. A gaming system for conducting bingo-type games, the gaming system including:
- 22 (a) a number of player stations;

- 1 (b) a user interface associated with each player station, each respective user interface  
2 for (i) enabling a player using a respective player station to enter a game play  
3 request for a play in a bingo-type game to initiate a game play request  
4 communication from the respective player station, and for (ii) enabling the player  
5 to enter an automatic daub input for the play in the bingo-type game as a separate  
6 input after entry of the game play request;
- 7 (c) a data storage device for storing a matched card set, the matched card set  
8 including a number of game play records, each game play record corresponding to  
9 a respective bingo card representation and including a result indicator indicating a  
10 result of a match between the respective bingo card representation and a set of  
11 game designations;
- 12 (d) a back office system connected for communication with each respective player  
13 station and for communication with the data storage device, the back office  
14 system for assigning a respective game play record from the matched card set to a  
15 respective player station in response to receiving the game play request  
16 communication from the respective player station; and
- 17 (e) a respective automatic daub control included with each respective player station,  
18 the respective automatic daub control being activated in response to the automatic  
19 daub input in order to automatically daub the respective bingo card representation  
20 associated with the game play record assigned to the respective player station.

1 19. A method for conducting a bingo-type game, the method including the steps of:

- 2 (a) storing a matched card set at a data storage device, the matched card set including  
3 a number of game play records, each game play record corresponding to a  
4 respective bingo card representation and including a result indicator indicating a  
5 result of a match between the respective bingo card representation and a set of  
6 game designations;
- 7 (b) receiving a game play request from a player in the bingo-type game;
- 8 (c) assigning a respective game play record to the player in response to receiving the  
9 game play request;
- 10 (d) receiving an automatic daub input from the player in the bingo-type game, the  
11 automatic daub input being a separate input after entry of the game play request;  
12 and
- 13 (e) in response to the automatic daub input, applying the set of game designations to  
14 automatically daub the respective bingo card representation associated with the  
15 respective game play record assigned to the player.

**X. EVIDENCE APPENDIX (37 C.F.R. §41.37(c)(1)(ix))**

The Appellants have not relied upon any evidence in this appeal according to 37 C.F.R.

§41.37(c)(1)(ix).

**XI. RELATED PROCEEDINGS APPENDIX (37 C.F.R. §41.37(e)(1)(x))**

There is no related Appeal or Interference before the United States Patent and Trademark

Office.